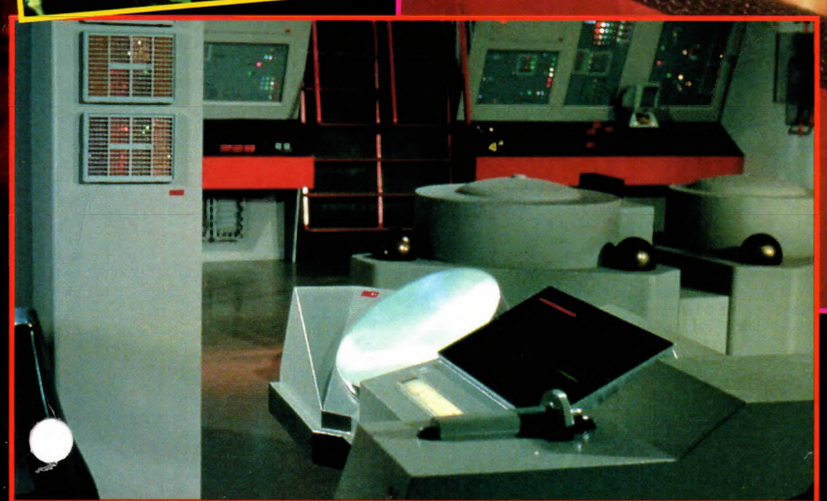
£1.99 IR £1.99

THE OFFICIAL STAR TREK® FACT FILES 39

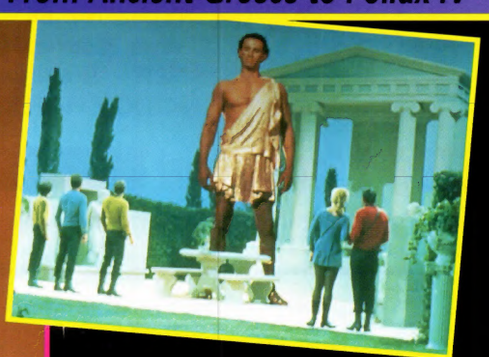


Counselor Deanna Troi
Betazoid abilities explored

Worf and the Klingons
Torn between two cultures

Meet Sargon's People
Last survivors of a dead race

'Who Mourns For Adonais?'
From Ancient Greece to Pollux IV



M-5 Multitronic Computer
A machine that can think like a man

U.S.S. ENTERPRISE NCC-1701-B
Detailed plans of the EXCELSIOR-class ship

ISSN 1364-3983
39
9 771364 398003

THE OFFICIAL STAR TREK® FACT FILES

STAR TREK

CONTENTS: PART 39

The Guide to the STAR TREK Galaxy

The KLINGON Civil War (Part 1)
The ALPHA QUADRANT (Part 22)
SARGON's People

FEDERATION STARFLEET

U.S.S. ENTERPRISE NCC-1701-B
U.S.S. ENTERPRISE NCC-1701: Weapons and Defenses

Non-FEDERATION Starships

VOYAGER VI

Personnel Files

DEANNA TROI: BETAZOID Abilities
WORF and the KLINGON EMPIRE (Part 1)

Equipment & Technology

M-5 MULTITRONIC Computer

Starship Log

STAR TREK: The Original Series –
'Friday's Child'/'Who Mourns for Adonais?'
STAR TREK: VOYAGER – 'Dreadnought'
STAR TREK: THE MOTION PICTURE (Part 1)

A-Z Access Point

Your continuing alphabetical reference source

COMING NEXT WEEK:

The Guide to the STAR TREK Galaxy

The STAR TREK Timeline (Parts 29 and 30)
The KLINGON Civil War (Part 2)
The BORAALANS

FEDERATION STARFLEET

DEEP SPACE NINE: Operations Center
The BATTLE OF WOLF 359

Non-FEDERATION Starships

KRUGE's *KLINGON BIRD-OF-PREY*

Personnel Files

JAKE SISKO and the Future
KIRA NERYS and the BAJORAN Resistance

Equipment & Technology

TRANSWARP Theory

Starship Log

STAR TREK: DEEP SPACE NINE –
'The Quickening'
STAR TREK: THE NEXT GENERATION –
'Contagion'
STAR TREK: THE MOTION PICTURE (Part 2)

A-Z Access Point

Your continuing alphabetical reference source

™, ® & © 1997 Paramount Pictures. All rights reserved. STAR TREK and related marks are trademarks of Paramount Pictures. Fabbri Publishing Ltd. authorized user.

Published by Fabbri Publishing Ltd.
Elme House
133 Long Acre
London WC2E 9AW

Produced by Aerospace Publishing Ltd.
179 Dalling Road
London W6 0ES

This publication may not be reproduced in whole or in part by any means without the prior permission of Paramount Pictures. All rights reserved. This publication may not be lent, resold, hired out or otherwise disposed of by way of trade at more than the recommended selling price shown on the cover, or in a mutilated condition.

ALL PHOTOGRAPHS © PARAMOUNT PICTURES

Additional Photographs supplied with the co-operation of CIC VIDEO

Creative Director: Stan Morse
Managing Editor: Trisha Palmer
Art Director: Rob Garrard
Editors: Jennifer Cole, Ben Robinson
Design: Sharon Wallis, Martin Ritchie
Editorial Assistant: Emily Mitchell-Heggs
Artists: Rob Garrard, Peter Harper, Ian Fulwood, Studio Liddell, Stuart Wagland, Adam Willis
Colour reproduction by Bright Arts Graphics (S) Pte Ltd
Printed in Great Britain by Southernprint Ltd & Colorgraphic Ltd
Trade distribution by DDL (Tel. 0171-221 8855)
COORDINATING EDITORS, LOS ANGELES: Amanda Morris Conti, Michael M. Conti
EDITORIAL ASSISTANT, LOS ANGELES: Peri Doslu
PHOTO EDITOR, LOS ANGELES: Larry Nemecek
ART EDITOR, LOS ANGELES: Guy Vardaman
RESEARCH COORDINATOR, LOS ANGELES: Penny Smartt-Juday
CONSULTANT EDITOR: Tim Gaskill
AUTHORS: Jennifer Cole, Kathe Conti, Michael Conti, Jonathan Freund, Tim Gaskill, Mel Gilden, Larry Nemecek, Ben Robinson, Gabrielle Stanton, Harry Werksman
SPECIAL THANKS TO MICHAEL OKUDA, DENISE OKUDA AND RICK STERNBACH

CUSTOMER SERVICES

UK AND EIRE
COLLECTING YOUR MAGAZINES
WEEKLY FROM YOUR NEWSAGENT Your local newsagent will be happy to take your regular weekly order for *The STAR TREK Fact Files*, so don't miss out – place an order today.
SUBSCRIPTIONS For information on how to take out a subscription, ring our Customer Services on 01424 758 303 or write to the address below.
BACK NUMBERS Missing a copy? To ensure that your collection is complete, use our back numbers service. Each issue will cost £1.99. *POSTAGE IS FREE.* (For issues with a free binder, please add £1.00 to cover postage and packing.)
HOW TO ORDER Orders should be sent to:
The STAR TREK Fact Files
Woodgate (Fabbri) Ltd, PO Box 1, Hastings TN35 4TJ
Please make your cheques/postal orders payable to Woodgate (Fabbri) Ltd.
Credit card orders can be given by phone on 01424 758 303.
CUSTOMER QUERIES If you have any queries regarding your collection, please telephone us on 01424 758 303

OVERSEAS MARKETS
BACK NUMBERS If you require any back issues, ask your local newsagent or write to these addresses:
Australia: *The STAR TREK Fact Files*, Gordon & Gotch Ltd, PO Box 290, Burwood, VIC 3125 (Please enclose payment of the cover price plus A$1 per pack p & h). Tel: (03) 9805 1700.
New Zealand: Contact Gordon & Gotch (NZ) Ltd, PO Box 5884, Auckland.
South Africa: *The STAR TREK Fact Files* Back Numbers Department, Republican News Agency, PO Box 16034, Doornfontein 2028. Please add 2 Rand per pack p & h. Tel: (011) 477 7391.
Malta: Back numbers are available through your local newsagent.

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3U

CHARTING THE GALAXY

ALPHA QUADRANT

CHARTING THE GALAXY

MELNOS IV — CLASS-M PLANET

Melnos IV has a plasma geyser which is of interest to **Starfleet**'s **Stellar Cartography** division. **Neela Daren**, who once served as head of this department aboard the ***U.S.S. Enterprise NCC-1701-D***, has visited the planet and reported on the geyser.

Neela Daren is an experienced scientist; the plasma geyser on Melnos IV is among the many extraordinary phenomena she has examined.

MELONA IV — CLASS-M PLANET

The **Federation** intends to colonize **Melona IV**, but just as the colonists are arriving the planet is attacked by the **Crystalline Entity**. Two people are killed, including colony engineer **Carmen Davila**. Before the attack, Melona IV was an ideal location for a colony, with plentiful natural resources; afterward, it is a wasteland.

The Crystalline Entity attacks Melona IV in 2268, destroying most organic life.

MEMORY ALPHA — CLASS-M PLANET

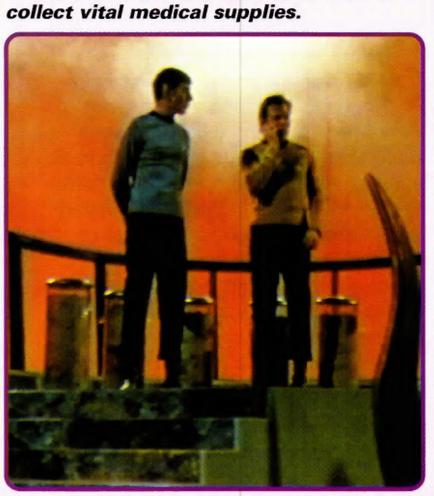
According to **Captain James T. Kirk**'s log, **Memory Alpha** is a planetoid that houses the **Federation**'s central library; it contains the total cultural history and scientific knowledge of all planetary Federation members. From orbit, Memory Alpha has a reddish hue.

Shortly before it is completed in 2269, the Federation central library facility at Memory Alpha is attacked by a race of noncorporeal beings from the planet Zetar, who are looking for a body they can possess.

MERAK II — CLASS-M PLANET

A planetwide botanical plague occurs on **Merak II** in 2269. The plague is only averted when the ***U.S.S. Enterprise*** arrives with a consignment of the mineral **zenite** procured from mines on **Ardana**. According to **Quark,** the bartender on ***Deep Space Nine***, the inhabitants of Merak II make the best sizing scanners available.

In 2269, a serious plague endangers all the plant life on Merak II. The Federation responds by sending the crew of the U.S.S. ENTERPRISE to Ardana to collect vital medical supplies.



MIDOS V — CLASS-M PLANET

When an android replaces **Captain Kirk** on the ***U.S.S. Enterprise*** in 2266, he searches the ship's data banks for a planet with abundant raw materials suitable for the manufacture of further androids. He decides that **Midos V**, which has only a small colony, is the perfect candidate. The Kirk android reports this to his master, **Dr. Roger Korby**, who is holding the real Kirk captive on **Exo III**.

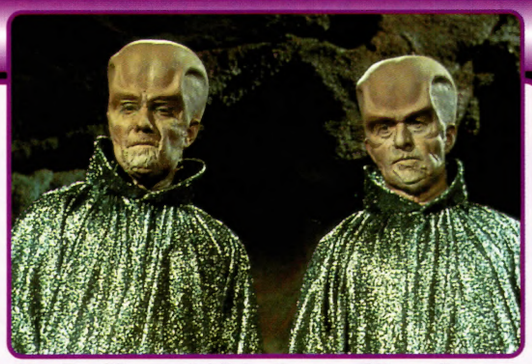
Dr. Roger Korby's android duplicate of Captain Kirk has orders to find a planet which has the necessary raw materials to construct thousands of new androids. Midos V proves ideal.

STAR TREK. TM, ® & © 1997 Paramount Pictures. All rights reserved.

ALPHA QUADRANT

MINARA II — CLASS-M PLANET

This second planet in the **Minaran star system** is a **Class-M** world and is the location of a two-man **Federation** research outpost, sent to monitor the impending nova of the Minaran sun. The surface of **Minara II** is dry and rocky, with evidence of brush plant life. Shortly before the supernova, two **Vians** establish a laboratory 121.32 meters beneath the surface. From here they conduct experiments on the two inhabited planets of the Minaran system. The Vians have the use of a matter/energy scrambler to beam their test subjects in and out of their lab. They are only capable of saving one of the two species in the system, and decide to base their decision on who they feel is most worthy of being spared destruction. The Vians eventually save a race of empaths, because a female, whom **Dr. McCoy** names **Gem**, demonstrates the ability to learn 'noble' instincts. All of the planets in the system are destroyed by the nova in 2268.



The Vians establish a base on Minara II, where they plan to evaluate the inhabitants of the star system to see which of them are most worthy of their aid.

The Vians bring Gem to Minara II, to test her. They believe that the species of empaths to which she belongs may be capable of learning to become compassionate, brave, and self-sacrificing.

MINOS — CLASS-M PLANET

A fertile and lush planet which was once home to a humanoid race. The people of **Minos** referred to their planet as the '**Arsenal of Freedom**' in reference to their specialization in selling weapons and defensive machinery. The people of Minos all perished at the hands of their own weaponry, although some of their machinery, including defensive systems, survived well into the 24th century.

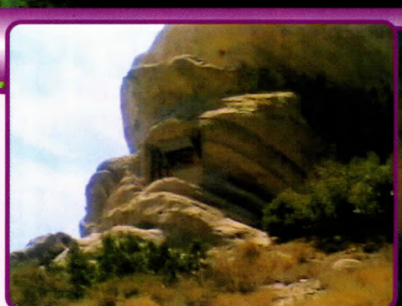
Although the human inhabitants of Minos are long since dead, the weapons they created still pose a threat to any visitors to the planet.

MINOS KORVA — CLASS-M PLANET

This planet is in **Federation** space, although it is located only four light years from the Federation/**Cardassian** border. During the war with the Federation in the early 2360s, the Cardassians attempt to annex **Minos Korva**. It is still on the front line in 2369, when the ***U.S.S. Enterprise NCC-1701-D*** leads a fleet there to defend the planet against an anticipated Cardassian invasion.

MINTAKA III — CLASS-M PLANET

Home of the **Mintakans**, a proto-**Vulcan** humanoid race at basic agrarian and Bronze Age levels of development. The Mintakans have a matriarchal society and are developing intellectually, leaving behind their belief in gods who have the power to control the weather and restore the dead to life. The **Federation** sends an Anthropological Field Team to observe the Mintakans and makes accidental contact with them in 2366, when their 'duck-blind' technology fails. A Mintakan leader named **Nuria** is eventually taken aboard the ***U.S.S. Enterprise NCC-1701-D***, in a desperate attempt to persuade her that the **Starfleet** personnel, including **Captain Picard**, are not some sort of supernatural entitities.



The Federation Anthropological Field Team establish a camouflaged base in a large rock formation near a Mintakan settlement. From here they can observe the culture without contaminating it.

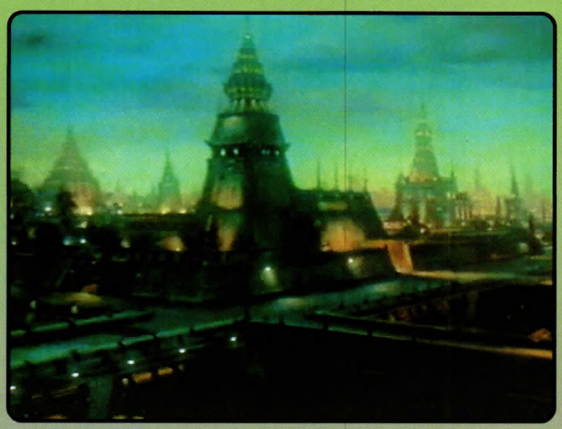
The Mintakans live in a simple village under the planet's surface. Their buildings are constructed of stone, and the only source of power is a central fire and a number of torches around the walls.

THE KLINGON EMPIRE

THE KLINGON CIVIL WAR

THE KLINGON EMPIRE

After an extended period of peace and unity under Chancellor K'mpec, the Klingon Empire is plunged into a brief and bloody civil war. The conflict is principally instigated by the ambitious House of Duras and its Romulan allies.



The **Klingon Civil War** is a brief but volatile power struggle fought between **Gowron** and his supporters and the powerful **Duras** family, which is covertly supported by the **Romulan Empire**. The war is preceded by a period of political maneuvering that eventually leads to open conflict.

By the 2360s, **Chancellor K'mpec** has been in control of the Empire for longer than anyone else in history. But there are several power blocs within the Empire, and K'mpec maintains power only through careful political maneuvering.

One of the most influential groups is controlled by the ambitious Duras. When evidence emerges that Duras's father, **Ja'rod**, passed planetary security codes to the Romulans immediately before the **Khitomer** massacre, K'mpec is not powerful enough to prosecute Duras, as Klingon law demands. Instead, he allows Duras to alter the evidence to suggest that a contemporary of Ja'rod's, **Mogh**, passed the codes to the Romulans. As Mogh died at Khitomer and his only surviving son, **Worf**, was raised in the **Federation**, K'mpec is confident that the decision to brand the **House of Mogh** traitors will not be challenged. However, unbeknown to the High Council, Mogh had another son, **Kurn**, who was raised by **Lorgh**, a friend of his father. Kurn contacts his brother, and together they return to the Klingon homeworld, **Qo'noS**, where Worf challenges the accusations made against their father.

Eventually, Worf and his

The Klingon civil war erupts into full-scale combat at the end of 2367, but the seeds of the conflict are laid years earlier. Klingon politics have always been volatile. There are many ambitious men within the Empire, and the Romulans have been working behind the scenes to help the House of Duras.

IMPORTANT FIGURES

K'mpec leads the Klingon High Council for longer than anyone else in history. He is famous for ruling with an iron fist, but by the 2360s he has to contend with the ambitious House of Duras, who eventually poison him.

Duras is a member of the Klingon High Council, and many consider him the man most likely to succeed K'mpec. His father, Ja'rod, was a traitor to the Empire who conspired with the Romulans, with whom Duras also has links.

Lursa and B'Etor are Duras's sisters, and after their brother's death they are in effective control of the House of Duras. Klingon law bars women from sitting on the High Council, but they hope to install Duras's son, Toral, as leader of the Empire.

Sela is the Romulan operative who masterminds the Duras sisters' bid for power. She is behind a plot to drive the Klingons and the Federation apart by supplying Kriosian rebels with weapons and brain-washing a Starfleet officer.

Worf, son of Mogh, has been raised in the Federation but he becomes involved when Duras attempts to blame Mogh for Ja'rod's treachery. The House of Mogh was once very influential, and still has many allies.

Gowron is an outsider who has a reputation for challenging the Council's decisions. When Duras dies, Gowron is the only candidate to succeed K'mpec.

STAR TREK. ™, ® & © 1997 Paramount Pictures. All rights reserved.

THE KLINGON CIVIL WAR

THE KLINGON EMPIRE

THE KLINGON EMPIRE

colleagues aboard the ***U.S.S. Enterprise NCC-1701-D*** uncover evidence which proves that Ja'rod was the traitor. Worf and his **cha'Dich**, **Captain Picard**, confront K'mpec and Duras. In the privacy of his chambers, the Chancellor admits what has happened, but insists that he cannot make Ja'rod's treachery public knowledge as this will undoubtedly provoke a war.

Rather than see the Empire ripped apart, Worf chooses to accept public discommendation, making him an outcast in Klingon society and branding him a coward. As Kurn has never revealed that he is Worf's brother, he remains safe.

Bid for power

Duras is now in a difficult position. While K'mpec lives, Duras is vulnerable, and although he is powerful he cannot be confident that his support will hold if his father's treachery is revealed. It is not clear whether Duras has been in contact with the Romulan Empire throughout, but from this point on they actively support his attempt to seize power.

Duras arranges to poison K'mpec's wine with **Veridium Six**. The poison is slow acting, but within a year K'mpec is at the point of death. When the Chancellor learns that he is dying he takes a very unorthodox decision and appoints the human Jean-Luc Picard as his **Arbiter of Succession**. K'mpec is convinced that one of the two candidates to succeed him, Duras or **Gowron**, has poisoned him, and feels that he cannot trust another Klingon to choose the new Chancellor.

During the selection process, an explosion disrupts the proceedings. Investigations reveal that the bomb was of a Romulan design and that it was implanted in the arm of one of Duras's men. The Federation Ambassador to the Klingon Empire, **K'Ehleyr**, discovers evidence of Duras's dishonorable conduct, and in a vain effort to protect himself he kills her. Worf, K'Ehleyr's mate, claims the right of vengeance, and slays Duras in a duel.

Scheming sisters

After Duras's death, Picard declares Gowron the new Chancellor. However, the House of Duras and their Romulan allies are not prepared to give up their bid for power. Because they are women, Duras's sisters, **Lursa** and **B'Etor**, are barred from sitting on the council, but Duras is survived by an illegitimate son, **Toral**.

In the months leading up to Gowron's installation as Chancellor, the co-conspirators attempt to reinforce their position. On **Stardate 44765** a Klingon operative, **J'Dan**, is caught smuggling information to the Romulans, and at about this time the Romulans start to supply weapons to **Kriosian** rebels. The Romulans intend to drive the Federation and the Klingon Empire apart, and they have manufactured the weapons so that they appear to be Federation **phasers**. They also attempt to brainwash **Lt. Commander Geordi La Forge** into killing the governor of **Krios**, **Vagh**, but the plot is exposed and the Klingon/Federation alliance remains in place.

In late 2367, Picard takes the *U.S.S.Enterprise* to **Qo'noS** to officially install Gowron. But Gowron intercepts the *Enterprise*, and warns Picard that the House of Duras is planning to oppose him.

GALAXY FACTS

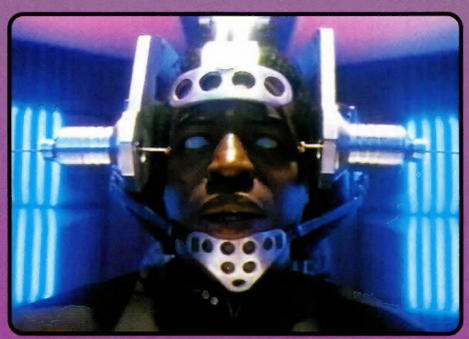
- **Mogh followed Ja'rod to Khitomer because he believed that Ja'rod was conspiring with the Romulans.**
- **Kurn did not learn who his real father was until he reached the Age of Ascension. He is a member of the Klingon Defense Force and commands the *Hegh'ta*.**
- **Picard is the only non-Klingon ever to be made Arbiter of Succession.**

Duras attempts to blame Mogh for Ja'rod's treachery, but Worf challenges the Council's ruling. During the hearing, Duras does his best to destroy Worf and protect himself.

Worf's cha'Dich, Captain Jean-Luc Picard, confronts K'mpec with evidence that Mogh was innocent. It becomes apparent that K'mpec has known the truth all along, but is trying to keep the peace.

K'mpec is impressed by Picard, and when the Chancellor learns that he is dying from Veridium Six poisoning he tells Picard that he has made him his Arbiter of Succession. It is Picard's duty to ensure that K'mpec's killer does not become Chancellor.

In 2367, a Klingon agent, J'Dan, is caught smuggling classified information to the Romulans. The information is stored in amino acids which are injected into J'Dan's bloodstream.



The Romulans attempt to brainwash Lt. Commander Geordi La Forge into killing the Klingon governor of Krios. They hope the assassination will drive a wedge between the Klingons and the Federation.

Vagh believes that the Kriosian rebels are being supplied with weapons by the Federation, but the crew of the U.S.S, ENTERPRISE manage to prove that the weapons were made by the Romulans.

SARGON'S PEOPLE

OTHER GROUPS AND RACES

Thousands of years ago, Sargon's people explored the Galaxy, but eventually they began to think of themselves as gods and were soon engaged in a devastating war that destroyed their planet.

In Kirk's body, Sargon leads the party from the U.S.S. ENTERPRISE into the chamber where, for millennia, the minds of his people have been waiting. Only two of the group are still alive.

Sargon and his people come from a **Class-M** planet, which is much older than Earth. At one time it had flowers and at least one "silver lake".

600,000 years ago Sargon's people explored the Galaxy, leaving their 'seed' behind on many of the planets they found. It is possible that many humanoid races are descended from these early explorers.

Half a million years ago, Sargon's people had begun to think of themselves as gods and entered into a devastating war which destroyed the atmosphere of their planet.

Into eternity

After the war, their planet was uninhabitable and Sargon's people chose to preserve the best minds of their race in specially designed spherical receptacles. Their extraordinary abilities allow them to exist as pure thought.

The spheres holding the consciousnesses of Sargon and his people are kept in a vault, more than 100 miles beneath the surface of their planet.

The vault's antechamber has walls of vertical panels made of a very strong, very hard material that has the appearance of metal. Fresh air can be circulated through the chamber when desired. A sliding door of the same material gives entry into Sargon's chamber.

The chamber is made of unfinished rock with a row of triangles embedded in the wall. The triangles are orange and point downward. Sargon's consciousness is contained in a sphere which is supported by a metal arm with three points, and sits on a small table.

A room beyond Sargon's chamber contains rows of compartments, each of which contains the consciousness of one of Sargon's people.

Sargon himself stands watch, mentally probing space for the descendants of the 'seed' his people left all over the Galaxy. When these descendants arrive, the others waiting in their spheres will be awakened, and together they will construct android bodies in which their minds can live for eternity.

Powerful thoughts

Sargon's mind is strong enough to contact an alien starship many millions of miles away. When the starship is nearer, Sargon is able to talk with the ship's crew and when the

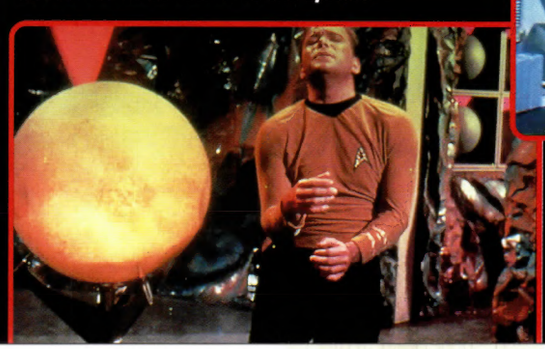
A CHANCE TO LIVE AGAIN

Physical forms

After the war which destroyed their planet, Sargon's people selected their best individuals and placed their minds in spherical containers. Without physical bodies they survived for thousands of years, but as time passed more and more of them perished. Eventually, Sargon brings the *U.S.S. Enterprise* to his planet, and he and the other two survivors are given a chance to lead a full existence once more. But their time in humanoid bodies will be short, before they transfer their consciousness into unfeeling android bodies.

The U.S.S. ENTERPRISE officers agree to allow Sargon, Thalassa and Henoch to possess their bodies. Kirk is confident that Sargon's intentions are good.

Sargon uses his mental abilities to take control of Captain Kirk's body. As soon as he does so, Kirk's heart rate doubles and his temperature rises. Sargon has only minutes before he must return to his sphere.



With the aid of a specially prepared drug, Sargon and his people are able to start work on the android bodies that will provide permanent homes for their minds. As they work, they savor physical sensations for the last time.

OTHER CARDS IN THIS FILE...

14 THE ORGANIANS
20 THE TALOSIANS
39 THE OLD ONES
62 THE GAMESTERS OF TRISKELION

SEE OTHER FILES...

THE VULCANS ..... File 8
STARFLEET PERSONNEL ..... File 43
ANDROIDS ..... File 55
STAR TREK: The Original Series ..... File 68

STAR TREK ™ ® & © 1997 Paramount Pictures. All rights reserved.

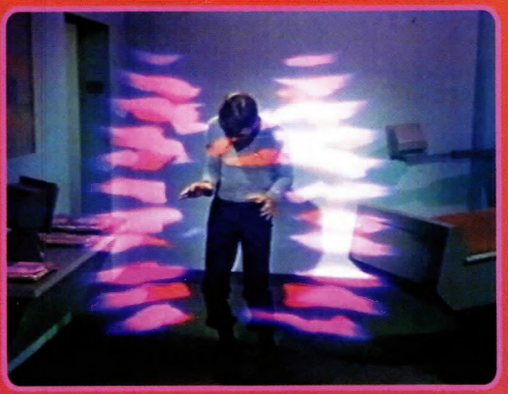
SARGON'S PEOPLE

OTHER GROUPS AND RACES

GALAXY FACTS

- **Evidence suggests that humans evolved independently, but Spock believes that the Vulcans may be descended from Sargon's people. Stories from Vulcan prehistory suggest that the Vulcans were originally from another planet.**
- **The robot bodies that Sargon, Thalassa and Henoch build use devices known as negaton hydrocoils, which, as far as Mr. Scott is concerned, are just drops of jelly.**

Sargon's people have the ability to transfer their minds from their spherical containers into the bodies of humanoid hosts. They do not need their hosts' consent.



Like all her people, Thalassa has highly developed mental abilities. When McCoy refuses to help her, she uses them to attack him, but relents when she realizes what she is doing.

starship is in orbit around his planet he is able to control operations and power usage on the vessel.

Sargon is powerful enough to improve the effectiveness of equipment. For instance, he can make it possible for transporters to beam someone through 100 miles of solid rock, and for communicators to function under the same conditions.

Sargon's people can also influence weaker minds, making humanoids suggestible and forcing them to forget important information. They can also use their mental abilities to inflict pain.

Long wait

After half a million years, only two of the spheres besides Sargon's are still active. One holds the consciousness of Sargon's wife **Thalassa**, and the other the consciousness of his old enemy, **Henoch**.

In 2268, Sargon detects the ***U.S.S. Enterprise NCC-1701*** and uses his mental powers to bring it to his planet. He summons four members of the crew to his chamber and, taking control of **Captain Kirk**'s body, explains his plan.

He, Thalassa, and Henoch will possess the bodies of Kirk, **Dr. Mulhall**, and **Spock** respectively. They will then use their forms to construct android bodies.

There are risks involved: while Sargon's people are in control of their hosts the heart rate of the humanoid bodies doubles, the body temperature rises to 104 degrees Fahrenheit, and the metabolism rises to a corresponding level. Only injections of a specially designed drug will save the host body from burning up.

In contrast, the android bodies will have twice the strength and agility of normal humanoid bodies, and will last 1,000 years. But they will not be able to experience the full range of human sensation.

As soon as he is in possession of Spock's body, Henoch decides to kill Sargon and keep the **Vulcan**'s body. When it dies he can simply possess another humanoid host. He provides Sargon with a weak strain of the drug that is needed to keep Kirk's body alive, and tries to persuade Thalassa to remain in Dr. Mulhall's body.

Although Kirk's body dies, Sargon escapes. Thalassa, who is repulsed by the reality of her android body, is tempted to join Henoch, but ultimately resists.

Eventually, Sargon and Thalassa decide that they cannot live in this new world. They trick Henoch into leaving Spock's body, and, unable to return to his sphere, he perishes.

Sargon and Thalassa possess their human hosts again, but only for long enough to share one last kiss before they finally let their consciousnesses die.

Henoch is determined to avoid spending eternity in a mechanical body and tries to persuade Sargon's wife, Thalassa, to side with him.

Spock's body is well suited to Henoch's mind. Vulcan physiology can withstand possession for several hours without ill effects.

NEW BODIES, ANDROID BODIES, NO BODIES

Sargon and Thalassa have waited 500,000 years to touch one another again. They are both pleased with their hosts' bodies, which closely resemble their own.

The android bodies that Sargon, Henoch and Thalassa construct are strong and durable, but they will not be capable of experiencing the full range of humanoid sensations.

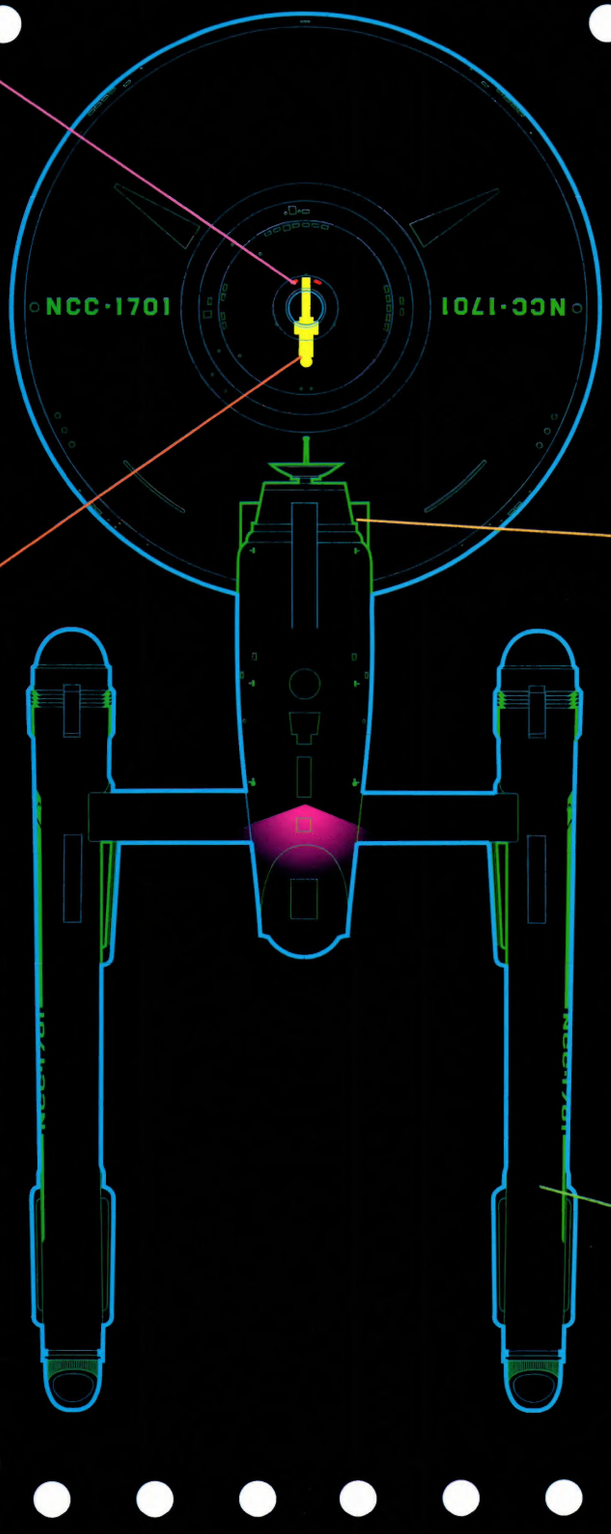
When they realize what is happening, Sargon and Thalassa destroy all of the receptacles which housed their minds, ensuring that when Henoch leaves Spock's body, he will have nowhere to go.

U.S.S. ENTERPRISE NCC-1701 | SYSTEM LOCATIONS

WEAPONS AND DEFENSIVE SYSTEMS

The ship's main phaser banks are located on the underside of the saucer just forward of the sensor dome. They can be used to fire at enemy vessels or at targets on the surface of a planet.

Deflector shields protect the U.S.S. ENTERPRISE from enemy fire. However, they prevent the ship's crew from using the transporter systems.



In an emergency, the saucer section can be separated from the engineering hull. It can then make its way to safety at impulse speed.

The photon torpedo launcher is designed to fire the torpedoes at warp speed. The torpedoes have a range of 750,000 kilometers and generate an explosion by forcing packets of matter and antimatter together. Because the explosive yield is not particularly high, photon torpedoes are principally used as a defensive weapon. An alert commander can outrun a torpedo.

If the matter/antimatter shielding in the nacelles is damaged, they can be blown away from the ship to protect the lives of the crew.

STAR TREK
™ ® & © 1997, Paramount Pictures. All rights reserved.

U.S.S. ENTERPRISE NCC-1701 | SYSTEM LOCATIONS
WEAPONS AND DEFENSIVE SYSTEMS

Phasers

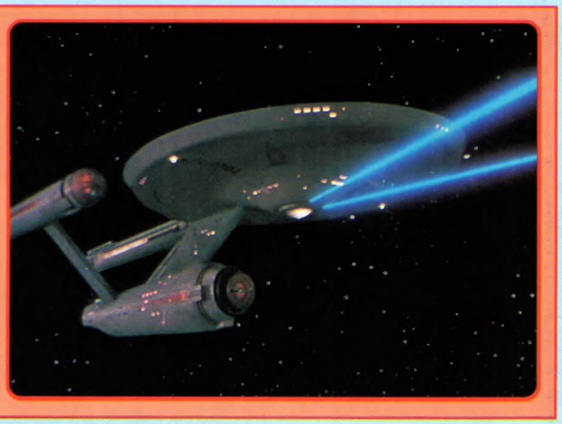
The **phaser** is a directed energy weapon that comes into general use by **Starfleet** between 2254 and 2265. The word phaser is an acronym for PHASed Energy Rectification.

Ship's phasers are normally used in sublight combat with other space traveling vessels. They have an effective range of 300,000 kilometers.

The ***U.S.S. Enterprise***'s main phaser banks are located on the lower half of the saucer section. Like hand phasers, ship's phasers may be adjusted to different settings.

When the *Enterprise* is in orbit around a planet, an experienced operator may use the ship's phasers to stun, heat or disintegrate objects or beings on the planet's surface. The targetted area may be as large as a city block or as small as a house.

Phasers are the U.S.S. ENTERPRISE's primary weapons. They are fired from the bottom of the saucer and can be aimed at ships or at locations on a planet's surface.



Photon torpedoes

Because they can travel faster than light, **photon torpedoes** are used when the ***U.S.S. Enterprise*** needs to defend itself while traveling at warp speed.

Photon torpedoes gather momentum from their launcher and their velocity is sustained by a small onboard engine. However, if a warp capable ship reacts quickly enough it can outrun a photon torpedo.

Photon torpedoes contain packets of matter and antimatter which are held apart by magnetic seals until the last moment, when they are forced together to generate an explosion. However, the explosive yield is not particularly high.

In the 2260s, photon torpedoes are effective only at distances up to 750,000 kilometers. As a result, they are principally used as a defensive weapon.

Photon torpedoes generate an explosion by annihilating matter and antimatter. In the 2260s they are effective only over a short range, and have a relatively low explosive yield.

Shields

A deflector shield is an energy field used to protect the ***U.S.S. Enterprise*** from deliberate attack. When the shields are active the crew cannot beam through them. The *Enterprise*'s Number 4 deflector shield is on the starboard side of the ship.

Deflector shields can be raised to different levels or strengths. Lower levels can repel space debris; higher levels can protect the ship from sophisticated enemy weapons. Shield strength is weakened by repeated attacks, but can withstand several **phaser** or **disruptor** blasts from enemy vessels. The *Enterprise* can also extend its shields to protect a smaller ship if it is nearby.

Deflector shields may also be used to prevent beings with more primitive technologies from detecting the presence of the ship.

The U.S.S. ENTERPRISE's shields protect the vessel from enemy fire. The shields cannot absorb all the impact, and the crew are often badly shaken by the blast.

Computer and sensor systems

Sensors on the outside of the ***U.S.S. Enterprise*** gather vital tactical information on enemy vessels. This is relayed to the ship's sophisticated computers, which control all of the weapons and defensive systems aboard ship.

For ease of use, the majority of the computer's tactical functions are divided between several stations on the bridge.

The science station provides detailed analysis of any objects in space, allowing personnel to determine their composition and the likely effect of any weapons fire on them. The science station also provides a readout of the shield strength.

The helm and navigation stations are provided with weapons control and targetting systems. From here, personnel can access information about the range of enemy vessels, the likely effects of any weapons fire on them, and how much damage they have sustained.

The computers provide the crew of the U.S.S. ENTERPRISE with all the information they need to defend their vessel.

Voyager VI

The Voyager program was designed to increase mankind's knowledge of the outer planets of Earth's solar system. *Voyager VI* succeeded in surpassing its primary mission goals by continuing to send back information long after leaving the orbit of Pluto.

OTHER CARDS IN THIS FILE...
1 THE CETACEAN PROBE
1A UNDERSTANDING THE CETACEAN PROBE
2A V'GER
3 NOMAD
4 THE KATAAN PROBE
5 THE CYTHERIAN PROBE
6 THE CARETAKER ARRAY
SEE OTHER FILES...
STAR TREK: THE MOTION PICTURE....File 72

The *Voyager VI* probe was the culmination of one of the most successful space exploration programs of the late 20th century. Officially approved in May of 1972, the Voyager Mission was overseen by engineers at the Jet Propulsion Laboratory (JPL) – then part of the National Aeronautics and Space Administration (NASA).

All of the Voyager spacecraft were nearly identical in construction – each comprised more than 65,000 individual parts. The probes were powered by radioisotope thermoelectric generators, which converted heat from the natural radioactive decay of plutonium into electricity to power the spacecrafts' instruments, computers, radio and other systems. All of the probes carried gold disks inscribed with audio messages of welcome in 55 languages, a sampling of various types of music, and 116 images as well as diagrams of mathematical concepts and the location of the probes' origins etched onto the face of the disk.

Exploring the solar system

Voyager II was launched from the Kennedy Space Center at Cape Canaveral, Florida, on 20 August 1977, several weeks before Voyager I's launch on 5 September. The original mission of the first two Voyager probes was to conduct close-up studies of Jupiter and Saturn, Saturn's rings, and the larger moons of the two planets. The spacecraft were built to last five years, but both probes continued transmitting information and data gathered on fly-bys of Neptune, Uranus, Pluto and over 48 distinctive moons before leaving the solar system in the early 1990s. Long after they left the solar system, Voyager I and II continued to relay back information on interstellar space until they ceased functioning in 2020.

The original VOYAGER VI probe remains almost untouched in the center of the enormous V'GER. It has far surpassed its creators' expectations and has gathered more data than anyone could have imagined possible.

The success of the Voyager Mission continued with the launch of ***Voyager III***, ***IV*** and ***V*** throughout the latter part of the 20th century. These probes built on the triumphs of Voyager I and II by further enhancing man's understanding of the outer planets of the solar system and laid the foundation for the launching of the ***Nomad*** probe in 2002.

The final probe in the Voyager series, *Voyager VI*, was launched, once again from the Kennedy Space Center, in late 1999. This spacecraft was designed with a further-reaching goal than its predecessors. Rather than having pre-set mission objectives, the spacecraft was programmed with the directive to collect all data possible, learn all that was learnable, and to return that knowledge to its creator. Its programming allowed *Voyager VI* to adapt to changing circumstances and conditions, while still gathering large amounts of data.

Lost in space

For several years *Voyager VI* functioned perfectly, but shortly after leaving Earth's solar system the spacecraft encountered a black hole. *Voyager VI* was unable to maneuver out of the massive gravitational pull and was drawn into the black hole, at which time all contact with the spacecraft was lost.

After falling into the black hole, *Voyager VI* emerged, damaged, on the other side of the Galaxy, where it encountered a planet of living machines. The inhabitants of the machine planet recognized *Voyager VI* as a kindred spirit, and therefore gave it the ability to carry out its prime directive – learn all that is learnable and return that knowledge to its creator. They constructed a massive machine around the probe and endowed it with massive data storage capacity and the ability to destroy objects and store them three-dimensionally. During its long journey back to Earth, *Voyager VI* amassed so much data that it eventually achieved consciousness. However, because of the damage it had sustained, it now believed that its name was ***V'ger***.

The original VOYAGER VI is tiny compared to the massive V'GER machine constructed around it. VOYAGER VI is only about 10 meters long; in contrast, V'GER is more than 82 AUs in diameter.

VOYAGER VI continues to pursue its original mission goals: to learn all that is learnable. But because of dirt and damage to the probe's exterior, it becomes convinced that its true name is V'GER.

At the center of the enormously complex and sophisticated V'GER machine, VOYAGER VI still uses the primitive technology that was in use in the 1990s, when it was launched from Earth.

STAR TREK ™ ® & © 1997 Paramount Pictures. All rights reserved.

Voyager VI

Voyager VI was the last in a series of probes designed to explore Earth's solar system. It was programmed to gather as much information as possible before it lost contact with Earth.

VOYAGER VI

Type:	Space probe
Crew:	None
Propulsion:	Radioisotope thermoelectric generator
Features:	Cosmic ray detector, plasma detector, particle detector, spectrometer, radiometer, stills cameras

Various panels are mounted on the outside of the main body of VOYAGER VI. One of the panels shows the spacecraft's origin.

This cluster of instruments contains several cameras and various measuring devices, including plasma and cosmic ray detectors.

Several thrusters allow VOYAGER VI to control its course.

VOYAGER VI survives for hundreds of years and, with the help of a distant machine civilization, gathers an extraordinary amount of information before returning.

The high gain antenna is used to receive and transmit much of the data which VOYAGER VI is designed to gather.

The spacecraft itself weighs about 800 kg and has a data storage capacity of more than 500 million bits.

VOYAGER VI is powered by a radioisotope thermoelectric generator.

Deanna Troi: Betazoid Abilities

Although she is half human, Deanna Troi has the Betazoid ability to sense another being's emotions and intentions.

As counselor on the ***U.S.S. Enterprise NCC-1701-D***, **Deanna Troi**'s main duty – according to the manual – is to safeguard the crew's emotional equilibrium. Basically, she is the captain of the ship's subconscious. Troi, however, is not a typical ship's counselor. She brings an unusual skill to her occupation – the ability to sense the emotions of others.

Empathic abilities

Troi's gift comes from her mother, **Lwaxana Troi**, a **Betazoid** telepath. Full Betazoids can communicate telepathically with many species, as well as detect the thoughts of those lacking extrasensory faculties. Troi's skills are somewhat limited because her father was human. She can communicate telepathically with another Betazoid, and with some humans, such as **Commander Riker**, to whom she is particularly close. She cannot read minds, but she can feel a strong impression of people's emotional states and can often sense their intentions. This ability is not restricted to humanoid species; she is equally capable of picking up feelings from many other life forms, including noncorporeal and spaceborne entities. Creatures with extremely strong emotions can completely overwhelm her, and when she is near them she has to hold her empathic senses in check.

Even a full Betazoid cannot detect the emotions of some species, particularly those with four-lobed brains, such as the **Ferengi** and the **Breen**, and Troi is no exception. However, reading the emotions of those around her is a normal part of Troi's life. When she temporarily loses her ability to sense emotions in 2367, she is deeply disturbed. She feels that she can no longer appreciate people fully; the situation is just as serious as if she had been struck blind. As Will Riker points out to her, she is used to having the slight advantage that her abilities give her over others.

Troi's Betazoid abilities can make some people feel uneasy. Even **Captain Jean-Luc Picard** is initially uncomfortable about her ability to 'read' him. But he adjusts quickly when he sees that she knows exactly when to push and when to back off, is discreet, and is loyal to him and his captaincy. He also learns that she is an

PROFILE OF AN EMPATH

Name: Deanna Troi
Rank: Commander
Current assignment: Counselor, ***U.S.S. Enterprise NCC-1701-E***
Species: Half-human, half-Betazoid
Empathic abilities: Deanna can sense emotions and a general impression of an individual's intentions. This ability extends to many non-humanoid species. She can communicate telepathically with other Betazoids and some people to whom she is particularly close.
Limitations: Like all Betazoids, Troi cannot sense the emotions of several species, including the Ferengi.
First seen: 'Encounter at Farpoint' (TNG)

Deanna Troi makes full use of her empathic skills in her role as ship's counselor. Her ability to detect emotions is also invaluable on the bridge, where she helps to deal with many different species.

Deanna has inherited her empathic abilities from her mother, Lwaxana. Because Deanna's father was human, she does not share all of her mother's telepathic abilities, but she can communicate telepathically with any other Betazoid.

EMOTIONAL AWARENESS

Captain Picard often finds Troi's assistance invaluable. She has a place at his side on the bridge, where she can give him advice about opponents' intentions.

Troi can be overwhelmed by particularly powerful emotions. When this happens, she must restrain her empathic senses to protect herself from harm.

STAR TREK. ™, ® & © 1997 Paramount Pictures. All rights reserved.

Worf and the Klingon Empire: Part 1

Since the death of his parents at **Khitomer**, **Worf** has had to struggle with a divided heritage. He was adopted by humans but has always been proud of his **Klingon** origins, and has worked hard at being the perfect Klingon warrior.

Worf remembers first visiting the **Klingon** homeworld when he was a child. He was instantly drawn to his Klingon heritage, and felt that he had finally come home. However, he returned to Earth and grew to adulthood among humans.

Away from his people, Worf has tried hard to become the perfect Klingon. He has become a master of **Mok'bara**, the Klingon martial art, knows and loves Klingon opera, is well versed in Klingon traditions, and is skilled with the **bat'leth**. But Worf is far more serious than most Klingons, and does not fully appreciate their way of life. He is just as much a **Starfleet** officer as a Klingon warrior, and throughout his life he has been torn between the two cultures.

His own kind

At **Starfleet Academy**, Worf became involved with a half-Klingon, half-human female called **K'Ehleyr**. They almost became lovers, but decided against it; Worf was attracted to her, but was frustrated by her rejection of her Klingon heritage.

In 2364, Worf's loyalties are tested when a group of Klingon rebels try to persuade him to 'follow his Klingon heart' and join them in destroying the **Federation**-Klingon alliance. Worf feels the pull of their arguments, but eventually fulfills his duties as a Starfleet officer. Because of his honorable conduct, he is subsequently asked to join the **Klingon Defense Force**, but decides to remain on the ***U.S.S. Enterprise NCC 1710-D***.

The following year, Worf and K'Ehleyr are reunited, and this time they become lovers. But Worf is still angered by her attitude toward Klingon tradition, and they part company again.

In 2366, the Klingon **Commander Kurn** visits the *Enterprise* as part of an officer exchange program. Worf is shocked when Kurn reveals that he is Worf's brother. The **Klingon High Council** has determined their father, **Mogh**, betrayed the colonists of **Khitomer** to the

PROFILE OF A KLINGON WARRIOR

NAME: Worf

FAMILY: House of Mogh (until 2373)

NATURAL RELATIVES: Kurn (brother), Alexander (son)

REMARKS: Worf belongs to a powerful house, but is orphaned during the Romulan attack on Khitomer. He is rescued by humans and raised by the Rozhenkos within the Federation.

KLINGON PURSUITS: Worf is skilled in the martial art of Mok'bara, and in the use of the bat'leth and mek'leth. He is especially fond of Klingon opera.

FIRST SEEN: 'Encounter at Farpoint' (TNG)

Worf is the first Klingon in Starfleet, and at times he feels uncomfortable living within the Federation. But although he has a great fondness for his people's culture, he is hardly a typical Klingon.

A Klingon heart

Despite his human upbringing, Worf is a Klingon, and like other Klingons he feels the need to fight and to seek glory. In 2264, a group of Klingon rebels appeal to this side of Worf's nature, but he stays true to his oath to Starfleet.

TRUE KLINGON

Falsely accused

When the Klingon High Council declares that Worf's father, Mogh, was a traitor, Worf returns to the Klingon homeworld to challenge the ruling. Few Klingons expected him to do so, believing that he was too 'human' to protect his honor.

Vengeance

Worf makes a major impact on Klingon politics when he kills Duras in revenge for the murder of K'Ehleyr. Worf's act may ultimately be responsible for saving the Klingon Empire from the Romulans.

STAR TREK
™, ® & © 1997 Paramount Pictures. All rights reserved.

PERSONNEL FILES

FILE 48 CARD 1A

Worf and the Klingon Empire: Part 1

"For as long as I can remember, I have always been an outsider. I was raised by humans, but I was too Klingon to be one of them."

—Worf

Romulans, and Kurn needs Worf's help to prevent their family name from being dishonored. The Council clearly believes that Worf will not respond like a Klingon and will allow the slur on his family to go unchallenged, but Worf is acutely aware of the seriousness of the accusations, and challenges the High Council.

With the help of the *Enterprise* crew, Worf gathers evidence which proves that his father was innocent. Council Leader **K'mpec** accepts the truth, but cannot risk throwing the Empire into a civil war by revealing it. Worf accepts **discommendation** rather than see the Empire plunged into chaos. He is branded a coward and an outcast from Klingon society.

Political player

When a poisoned K'mpec contacts the *Enterprise* to ask for **Captain Picard**'s help in choosing his successor, Worf is plunged into the heart of Klingon politics. One of the contenders for K'mpec's position, **Duras**, kills K'Ehleyr, and Worf claims the right of vengeance. He kills Duras, and as a result **Gowron**, the other contender, is unopposed.

By this time, K'Ehleyr has borne Worf a son, **Alexander**, but Worf refuses to acknowledge him in order to save the boy from his family's disgrace and his own discommendation. He sends Alexander to Earth instead, to be raised by his own adoptive parents.

When the Duras sisters launch a rebellion against Gowron, Worf returns to fight at his brother Kurn's side in the Klingon civil war; the brothers choose to fight for Gowron in return for the restoration of their family's honor. During the fighting, Worf and Kurn openly disagree about the place that honor should take during wartime. Worf believes the good of the Empire should come above all else, while Kurn feels that matters of honor should never be put aside. Gowron is victorious, and the family honor is restored.

Worf returns to Starfleet, but over the following months he begins to feel uncomfortable. His faith has been shaken, and he is no longer certain that he believes in **Kahless**. Worf takes leave of absence from the *Enterprise* and goes on a pilgrimage to **Boreth**. Amazingly, after 10 days, Kahless appears. The *Enterprise*, with an enthusiastic Worf, ferries Kahless back to **Qo'noS**.

When Kahless is revealed to be a clone of the original man, Worf continues to support him, understanding that, whether he is real or not, Kahless is a powerful symbol and that many in the Empire will follow him.

Worf suggests a compromise, and Gowron agrees: Kahless will rule as Emperor with only moral authority, while Gowron retains political power as leader of the High Council. Kahless reminds Worf that it is the teachings, and not the man, that in the end will affect the spiritual well-being of the Klingon Empire.

★ Hated enemies

During the Klingon civil war, Worf fights against the Duras sisters, who vainly hope they can persuade him to join them at the head of the Empire.

★ Powerful ally

Gowron has come to rely on Worf's support in many difficult times. They stood side by side against the House of Duras, and Worf's advice helped Gowron learn to live with Kahless.

★ Alien people

For a long time Worf doesn't fully appreciate many aspects of Klingon culture, such as joking and singing. However, as time progresses, Worf realizes there is much more to being a Klingon warrior than devotion to duty. Worf is now especially fond of Klingon opera.

★ A brother's doubt

Worf's younger brother, Kurn, was raised on the Klingon homeworld, and before Kurn meets him he suspects that Worf resembles a 'soft' human.

THE EMPEROR KAHLESS

Powerful ideas

Despite having spent virtually his whole life within the Federation, Worf understands what is important to Klingons. When the Emperor Kahless appears to return from Sto-Vo-Kor, Worf supports the Emperor, who he believes can give the Klingon people a new purpose. Worf realizes many feel that the days of honor and glory are past, and that the Empire has become enmeshed in a period of politics and peace treaties.

When it is revealed that Kahless is only a clone of the original, Worf advises Gowron to allow Kahless to become a figurehead for the Empire. He believes that many will support the clone of Kahless, even knowing the truth. Gowron has the wisdom to see the merit of Worf's words.

★ Boreth

Stricken by doubts about his faith, Worf goes to Boreth hoping to be granted a vision of the legendary Klingon Kahless.

★ Powerful friends

The clone of Kahless becomes the Klingon Emperor – a largely honorary post – with Worf's support.

FILE 59 SYSTEMS

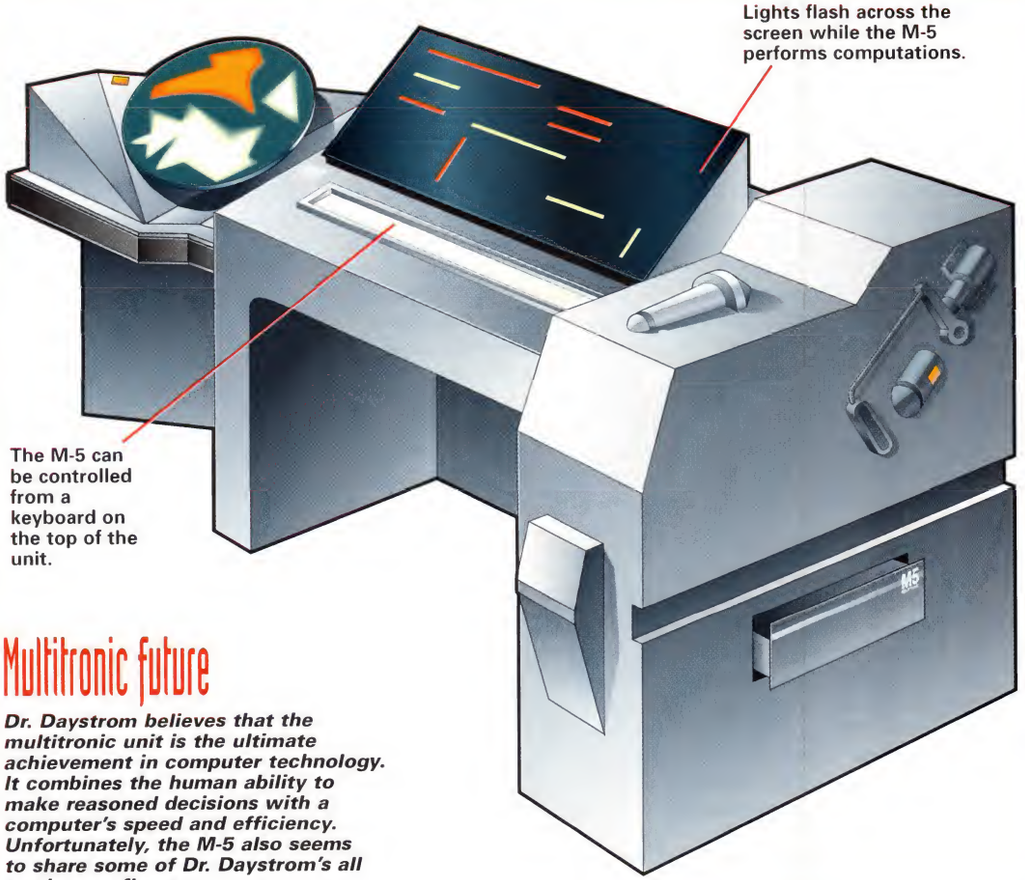
M-5 Multitronic Computer

The **M-5 multitronic computer** could represent one of the most important breakthroughs in the history of **Starfleet**. **Dr. Richard Daystrom** believes that his invention can do everything necessary to control a starship, making most of the human crew redundant. However, until 2268 the M-5 has never been tested in the field.

During the tests it performs aboard the U.S.S. ENTERPRISE in 2268, the M-5 is controlled by a switch on the captain's chair which is designed to engage and disengage the unit. The crew realize they are in trouble when the M-5 deactivates the control switch.

The **M-5 multitronic computer** is an experimental computer developed by **Dr. Richard Daystrom** in the 2260s; it is designed to control a starship with only minimal assistance from a human crew. If successful, it could revolutionize the way that **Starfleet** operates. Daystrom is one of the most highly regarded scientists in the **Federation**. He made the breakthrough into what he called the **duotronic** process when he was only 25, and since that time most of the computer systems installed in Federation starships have been based on his technology. He believes that the M-5 unit is an even greater achievement – a machine that, like a man, is capable of making reasoned decisions.

Daystrom spent many years attempting to develop a functional multitronic computer, but his test units M-1 though M-4 were "not entirely successful". However, his fifth attempt, the M-5, is pronounced a success and selected to be field tested during wargames aboard the ***U.S.S. Enterprise NCC-1701*** in 2268. When installed and functioning, the M-5 is able to run a ***Constitution***-class starship with a minimum crew of 20, far less than the 430 normally required for standard missions.



Multitronic future

Dr. Daystrom believes that the multitronic unit is the ultimate achievement in computer technology. It combines the human ability to make reasoned decisions with a computer's speed and efficiency. Unfortunately, the M-5 also seems to share some of Dr. Daystrom's all too human flaws.

The M-5 was invented by Dr. Richard Daystrom, a genius who is responsible for the duotronic computer circuits which are used throughout the Federation.

The M-5 is installed in the U.S.S. ENTERPRISE's Main Engineering department. From here, it can control all of the ship's systems.

The M-5 is to control the ENTERPRISE in wargames. Kirk's ship will be pitted against four other CONSTITUTION-class Starfleet vessels.

STAR TREK. ™ & © 1997 Paramount Pictures. All rights reserved.

M-5 Multitronic Computer

During the field test the *Enterprise* is placed under total control of the multitronic unit. There will be a series of routine navigational, research and contact problems which the M-5 will have to solve, and then it will engage in wargames with four other ***Constitution***-class vessels. If the M-5 performs under actual conditions as it has in previous simulated tests, Starfleet believes it will mean a revolution in space technology as great as the invention of the warp drive.

In control

Physically, the main unit of the M-5 computer is a square container, similar in size and design to a transporter control station. A circular display unit shows the computer processing functions, though these are a series of colors and shapes that are not immediately understandable; the computer uses a form of high speed visual language. When the M-5 is in operation it produces a high pitched humming sound, and a series of lights flicker across the control panel.

Interface with the computer can be made through both keyboard and vocal commands. Audio readouts of the M-5's command sequences are recorded and can be played back by record cartridges.

The M-5 is installed in the *Enterprise*'s Main Engineering room, and linked to all of the ship's control systems. Power to the M-5 comes through a tie-in to the starship's main power units. As the M-5 works, its need for power increases. Eventually, when it decides it needs more power, the computer is able to reach out and draw power directly from the warp engines.

The M-5 multitronic computer is far more powerful than any other computer in use in the 2260s. It can correlate all the computer activity of a starship in order to provide the ultimate in vessel operation and control.

The M-5 has a fundamentally different design to other computers. It does not simply process data according to a preset program; it actually thinks, and can make intelligent decisions in crisis situations – both faster and, according to Dr. Daystrom, more accurately than its human counterparts. Daystrom's intention is to replace 'frailer' and often illogical humans with a machine that makes decisions based on facts rather than 'fancies'.

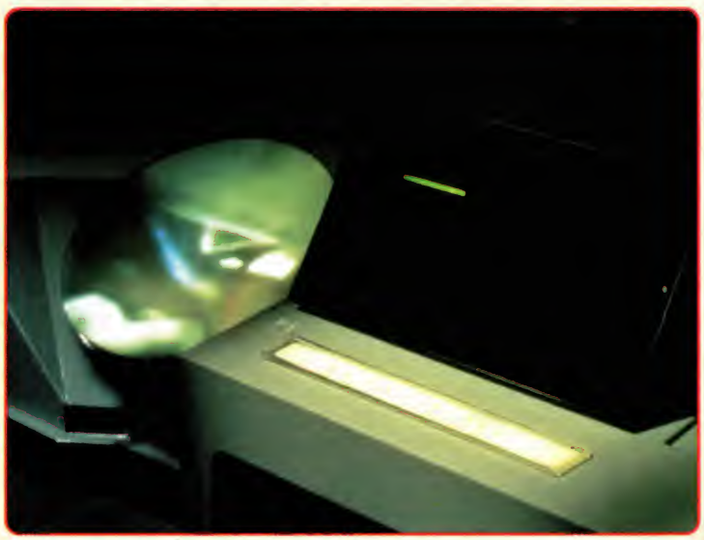
To achieve this Daystrom has taken the bold step of implanting his own memory engrams in the M-5's memory banks. In a sense the M-5 is an artificial human. But, while the M-5 'thinks' like a man, it can react much faster than any humanoid. It is an almost human mind amplified by the instantaneous relays possible in the digitized circuits of a computer.

However, the M-5 makes many decisions that a human being would not. Unlike humanoids, it does not require a breathable atmosphere. When in control of a starship it automatically shuts down environmental power in unused areas, to conserve power for itself. It even deactivates the sickbay, presumably until there are casualties to deal with.

Fatal flaw

During the field tests it becomes apparent that the M-5 has a serious flaw. After successfully completing the navigational and research part of the tests, it refuses to surrender control of the *Enterprise* to her human crew and destroys a robot freighter. When the crew attempt to disconnect its power, the M-5 kills a crewman and then attacks the other ships involved in the wargames.

Dr. Daystrom believes that the M-5 multitronic computer is his greatest achievement. He is confident that it will make human commanders such as Captain Kirk completely unnecessary.



The M-5 unit is relatively small. It can be controlled by vocal commands or from a keyboard on the top of the console. When it is working, lights flash across the screen.

The M-5 is paranoid and is determined to protect itself, and takes hundreds of lives in order to do so. It seems that Daystrom is mentally unstable, and that when he implanted his memory engrams he passed his own flaws on to his creation. Fortunately, Daystrom also gave the M-5 the capacity to feel regret, and when Captain Kirk confronts it with the reality of its actions the unit decides that it has offended against the laws of nature and deactivates itself.

When a crewman attempts to disconnect the M-5 from the main power grid, it defends itself and kills him with an energy blast.

The M-5 is now drawing its power directly from the warp core. The matter/antimatter engines provide it with almost infinite power.

The M-5 unit's purpose is to serve mankind, and when Kirk makes it realize that it has killed hundreds of people, it shuts itself down.

FILE 68 STAR TREK: The Original Series

'Friday's Child'

Captain Kirk and the ***U.S.S. Enterprise NCC-1701*** arrive at **Capella IV** to negotiate a mining treaty, but the **Klingons** have got there first. When the ambitious **Maab** stages a revolt, Kirk and his men are forced to go on the run with the former **Teer**'s wife, **Eleen**.

CAPTAIN'S LOG
STARDATE: 3497.2

"Planet Capella IV: a rare mineral, topaline, vital to the life support systems of planetoid colonies, has been discovered in abundance here. Our mission – obtain a mining agreement. But we have discovered a Klingon agent has preceded us to the planet."

The ***U.S.S. Enterprise NCC-1701*** has orders to negotiate a mining treaty with the primitive inhabitants of **Capella IV**. **Kirk**, **Spock**, **McCoy** and a security guard beam down to the surface, only to discover that a **Klingon** has beaten them to it. The security guard draws his **phaser** instinctively, and a **Capellan** kills him.

As a show of good faith, the landing party hand over their phasers and other equipment. Later, they are taken to see the Capellan leader, **Teer Akaar**, and Kirk tries to persuade him to deal with the **Federation**. That night, a Capellan called **Maab** stages a revolt; Akaar is killed, and the landing party are taken prisoner. Maab plans to kill Akaar's heavily pregnant wife, **Eleen**, but she and the landing party escape.

Meanwhile, **Scotty** takes the *Enterprise* out of orbit to respond to a distress call.

On the run

The landing party retrieve their communicators and make their way into the mountains. Kirk and Spock use the communicators to set off a rockfall, which slows down their pursuers, and Kirk finds a cave, where McCoy prepares to deliver Eleen's baby. Outside, Spock and Kirk construct some basic weapons. During the delivery, Eleen decides that the baby will belong to McCoy.

On the *Enterprise*, Scotty realizes that he has been duped, and sets a course back to Capella IV.

Eleen knocks McCoy out and runs off. Kirk and Spock follow, and watch as she finds Maab; she tells him that Kirk's party and her child are dead. The Klingon refuses to believe her and heads toward the cave, but Kirk shoots him with an arrow. There is a brief struggle, and Eleen persuades Maab to turn on the Klingon. Maab approaches his former ally, and the Klingon shoots him; seconds later, the Capellan warriors cut the Klingon down. With Maab and the Klingon dead, Kirk has no trouble signing the mining deal with the new Teer's regent – Eleen.

STARSHIP FACTS

Eleen names her child Leonard James Akaar after her rescuers, Leonard McCoy and James Kirk.

STAR TREK. TM, ® & © 1997 Paramount Pictures. All rights reserved.

ON SCREEN...

1 *Starfleet has sent the U.S.S. ENTERPRISE to Capella IV to negotiate a mining treaty with the native inhabitants, who are an honorable and warlike people.*

2 *The Klingons are also interested in negotiating mining rights, and their agent has the support of Maab, a powerful member of Capellan society.*

3 *Kirk meets with the Capellan leader, Teer Akaar, and promises him that, unlike the Klingons, the Federation will ensure that his people remain independent.*

4 *After Maab kills Akaar, the landing party are forced to flee into the mountains. They persuade a reluctant Eleen to join them.*

5 *Dr. McCoy delivers Eleen's baby without any difficulties, and tries to show an uncomfortable Spock how to hold the young Teer.*

6 *Maab's men kill the Klingon after he shoots their leader with his disruptor. With a little help from Eleen, Kirk is now free to negotiate the treaty.*

FILE 68 STAR TREK: The Original Series

'Who Mourns for Adonais?'

In a distant and uninhabited corner of the Galaxy, **Captain Kirk** and his crew encounter a powerful alien who claims to be the Greek god, Apollo. He is delighted to see humans again, and demands that they become his slaves.

CAPTAIN'S LOG
STARDATE: 3468.1

"While approaching Pollux IV, a planet in the Beta Geminorum system, the ENTERPRISE has been stopped in space by an unknown force of some kind."

The ***U.S.S. Enterprise NCC-1701*** is approaching **Pollux IV** when a giant hand appears and grabs the ship. A man's face also appears and welcomes **Kirk**'s crew, but demands that they obey him or he will crush the ship.

Leaving **Spock** on the bridge, Kirk takes a party down to the surface, where they find the man sitting in a Greek temple. He tells them that he is the Greek god Apollo and that Kirk's crew will remain here and worship him. When Kirk refuses, Apollo grows to giant size, then disappears.

Apollo returns after a few minutes. He is clearly attracted to the *Enterprise*'s archeology and anthropology officer, **Lt. Carolyn Palamas**; he changes her uniform into a Greek garment and leads her away. He tells her that the other gods surrendered their physical forms, but he knew that mankind would find them again. He wants Palamas to become his lover.

The power of a god

Kirk plans to provoke Apollo, forcing him to use his powers; he hopes they can attack him while he is weakened. When Apollo returns, Kirk tells him they will not worship him. Apollo is about to attack, but Palamas manages to dissuade him.

Later, Palamas visits the landing party and explains that all Apollo wants is to provide a paradise for them. She says she loves Apollo, but Kirk persuades her that to save the crew from slavery, she must reject him. Spock manages to contact Kirk, and tells him the temple is a power source.

Palamas returns to Apollo and says she has simply been studying him. He is furious, and summons a massive thunderstorm. In the midst of the storm, Kirk orders Spock to fire the *Enterprise*'s **phasers** on the temple, and Apollo is powerless while it is destroyed. Standing in the ruins, he finally realizes that mankind has outgrown him. Like the other gods before him, he surrenders his physical existence and allows his body to be spread to the winds.

STARSHIP FACTS

Kirk believes that Apollo really was worshipped by the ancient Greeks, who mistook him and the other members of his race for gods.

ON SCREEN...

1 *Mr. Scott is deeply attracted to Carolyn Palamas, but Dr. McCoy is far from convinced that he is the right man for her.*

2 *The U.S.S. ENTERPRISE is just entering orbit around Pollux IV when a giant hand appears and takes hold of the saucer section.*

3 *Kirk's party are amazed when their host claims to be Apollo. Kirk is skeptical, but Apollo proves his power by growing to giant size.*

4 *Apollo is fascinated by Lt. Palamas, and dresses her in traditional Greek clothing. He then takes her away with him and tells her that he plans to marry her.*

5 *Scotty is enraged by Apollo's treatment of Lt. Palamas. He tries to intervene, but Apollo strikes him down with a lightning bolt.*

6 *The ENTERPRISE's phasers destroy Apollo's power source, forcing the 'god' to acknowledge that the crew will never worship him.*

FILE 71 STAR TREK: VOYAGER

'Dreadnought'

Before she joined the crew of the *U.S.S. Voyager*, B'Elanna Torres reprogrammed a Cardassian missile to attack its creators. Now the missile is in the Delta Quadrant, and unless she can stop it, it will destroy an entire planet.

DREADNOUGHT

"I was so glad when it disappeared into the Badlands. I remember thinking: thank God, it's over. But it's not, and if anything happens here because of Dreadnought, it's my fault – no one else's."

– B'Elanna Torres

The ***U.S.S. Voyager NCC-74656*** detects the remains of a small unmanned vessel. The high residual energy signature shows that it was destroyed by **Cardassian** weapons.

In a staff meeting, **B'Elanna** explains that when she and **Chakotay** were in the **Maquis**, they took control of a Cardassian tactical missile, which they nicknamed ***Dreadnought***. It has enough explosives on board to destroy a moon; it is self-guided and has an extremely sophisticated computer. It is also adaptable and capable of defending itself. Ironically, the missile failed to detonate, and B'Elanna reprogrammed it to attack a Cardassian fuel depot. The Maquis lost track of it and assumed it was destroyed, but it must have been pulled into the **Delta Quadrant** by the **Caretaker**. If they are going to disable it, B'Elanna will have to beam aboard.

A sense of responsibility

Tom Paris and B'Elanna adjust *Voyager*'s sensors so they can track *Dreadnought*. As they work, B'Elanna tells Tom that she reprogrammed the missile without Chakotay's permission. If anybody dies because of *Dreadnought*, she will be responsible. Tom tells her that all she did was think like a member of the Maquis. She is concerned by his recent behavior; he's been turning up late for meetings and getting into fights. He tells her that he's been in the wrong a lot recently.

Voyager manages to find *Dreadnought*. Its targeting scanners have been activated, and for some reason it is now aimed at a heavily populated planet.

In Engineering, **Seska**'s spy, **Jonas**, gets in touch with the **Kazon** and tells his contact about *Dreadnought*.

Captain Janeway contacts the inhabitants of the planet which *Dreadnought* has selected as a target, **Rakosa V**, and warns the First Minister about the missile.

B'Elanna beams aboard *Dreadnought*. It did not expect to see her, and reports that it is not aware of any malfunctions. It believes that Rakosa V is the Cardassian fuel depot. When B'Elanna tells the missile that it is in the Delta Quadrant, it is convinced that she is mistaken, and refuses to allow her to access its navigational systems.

B'Elanna orders *Dreadnought* to

STAR TREK. TM, ® & © 1997 Paramount Pictures. All rights reserved.

ON SCREEN...

1 *B'Elanna explains that the probe they found was destroyed by an autonomous Cardassian missile called DREADNOUGHT.*

2 *DREADNOUGHT was captured and reprogrammed by the Maquis; it was pulled into the Delta Quadrant by mistake.*

3 *Captain Janeway contacts the Rakosan First Minister and warns him that DREADNOUGHT is headed for his heavily populated planet.*

4 *B'Elanna beams aboard DREADNOUGHT without any trouble; the missile's computer was programmed to recognize her and to follow her orders.*

5 *DREADNOUGHT believes that Rakosa V is the Cardassian fuel depot it was programmed to attack.*

6 *B'Elanna returns to the U.S.S. VOYAGER, convinced that she has disabled the deadly missile.*

'Dreadnought'

reinitialize its systems, and it tells her that it accepts that it is in the Delta Quadrant and stands down from attack mode. Relieved, B'Elanna transports back to *Voyager*, but within a few minutes *Dreadnought* resumes course for Rakosa V at warp 9. B'Elanna attempts to beam back on board, but *Dreadnought* refuses to acknowledge her access codes. Janeway tries to attack the missile, but it is no good; *Dreadnought* hails *Voyager* and warns the **Federation** vessel away. Under cross-examination it explains that it believes B'Elanna has been captured by the Cardassians and is feeding *Dreadnought* false information. It insists that the chances that it is in the Delta Quadrant are minimal, and that there is nothing they can do to convince it otherwise.

B'Elanna suggests that if they can provoke *Dreadnought* into firing, they might be able to use a sustained tachyon beam to disable its reactor. Everything seems to work according to plan, but then *Dreadnought* sends a plasma burst back along the tachyon beam, seriously damaging *Voyager*.

Janeway warns the **Rakosans**. They are planning to throw everything they have at *Dreadnought*, but they are a peaceful people and have little chance of defeating the missile.

Inside the missile

B'Elanna manages to transport back to *Dreadnought*, but the missile now denies her any access to the programmer interface. She tries to get at the circuit pathways, but *Dreadnought* gives her a shock. As she works on a method of overcoming the security devices, *Dreadnought* slows. The Rakosan fleet is preparing to attack. As the battle starts, B'Elanna refuses to beam out: the distraction has allowed her to overcome *Dreadnought*'s security protocols. She tries to take control of *Dreadnought*'s weapons, but it reroutes them through its backup circuits, and is easily defeating the Rakosans. *Voyager* steps in and draws *Dreadnought*'s fire, allowing the Rakosans to escape.

B'Elanna is making some progress, but *Dreadnought* cuts off her communications with *Voyager*. *Dreadnought* believes that B'Elanna is attempting to detonate the missile before it reaches its target, but, as she points out, she would hardly be likely to do that if she were being coerced by the Cardassians. *Dreadnought* accepts that this is true, but its new conclusion is that B'Elanna has joined the Federation, and it deactivates its life support system. B'Elanna gains an advantage while *Dreadnought* reconsiders its position – the missile shows her a file list which includes an old Cardassian backup file.

Janeway contacts the Rakosan First Minister and tells him that she plans to put *Voyager* in *Dreadnought*'s path, detonating it before it can reach its target. She returns to the bridge and activates the ship's self destruct system.

With the air running out, B'Elanna makes a desperate attempt to access the Cardassian file. She manages to activate it and the confused missile starts to argue with itself, attempting to set a course for its original Maquis target. In the confusion, B'Elanna manages to open a hatch and crawls into an access tunnel.

Harry Kim manages to break through the interference, and Janeway tells B'Elanna that they plan to beam her out. But B'Elanna says she thinks she can detonate the explosive by disabling the missile's containment field.

Dreadnought has managed to erase the Cardassian program, and tells B'Elanna that if she stops trying to disable the containment field it will restore life support. B'Elanna is amused, and tells *Dreadnought* that she won't make a deal. She finally collapses the field, and Janeway beams her back just as *Dreadnought* explodes and, with the threat gone, Janeway cancels the self destruct sequence.

ON SCREEN...

7 ***As soon as B'Elanna has left, DREADNOUGHT resumes a course for Rakosa at maximum warp. VOYAGER follows, but can't stop the missile.***

8 ***B'Elanna believes that VOYAGER may be able to exploit a design flaw in DREADNOUGHT's reactor core, but the missile defends itself.***

9 ***The Rakosan fleet attacks DREADNOUGHT in a desperate attempt to protect their homeworld, but they have little chance of succeeding.***

10 ***B'Elanna tries to access DREADNOUGHT's circuit pathways, but the paranoid missile has taken steps to protect itself.***

11 ***DREADNOUGHT has cut off the life support systems, but B'Elanna has made her way into an access tunnel and uses her phaser to destabilize the missile's containment field.***

12 ***B'Elanna beams back to VOYAGER seconds before DREADNOUGHT explodes. A relieved Captain Janeway cancels the self destruct order and saves her ship.***

STARSHIP FACTS

Tuvok has detected Jonas's secret transmissions, but has no idea who is making them. Paris's bad behavior is part of a plan to flush out the spy.

FILE 72 STAR TREK: THE MOTION PICTURE

STAR TREK: THE MOTION PICTURE

Part 1 After completing his five-year mission aboard the ***U.S.S. Enterprise NCC-1701***, **James Kirk** returns to Earth and is promoted to Admiral. But when a mysterious and powerful entity approaches **Federation** space, Kirk is determined to get his ship back.

STAR TREK

"This consciousness calling to you from space – it touches your human blood, Spock. You have not achieved Kolinahr.

"His answer lies elsewhere. He will not achieve his goal with us. Live long and prosper, Spock."

– Vulcan Master

Somewhere deep in **Klingon** territory, three ***Klingon Battle Cruisers***, led by the ***Amar***, begin to investigate an enormous, cloudlike entity. The cloud is massively powerful, completely dwarfing the three vessels, and the Klingon scans are unable to penetrate the strange phenomenon.

The lead captain fires three torpedoes, but they simply disappear, swallowed up by the cloud without detonating. The captain orders his squadron to take evasive action, but as the ships lumber away the cloud suddenly sends out a whiplashing energy bolt. This hits one of the ships, which dissolves in a burst of electrical energy.

The *Amar* sends out a distress call, warning other Klingon vessels that the intruder appears to be an incredibly powerful field surrounding an alien vessel, and that scans and weapons are useless against it. The transmission is intercepted by the **Federation** station **Epsilon Nine**, where **Commander Branch** and his crew watch in horror as the remaining Klingon ships also dissolve within the cloud's snaking electrical discharge. Branch's aide gives him still worse news: the cloud's course has now been plotted, and it will soon pass into Federation space close to the station. It is on a direct course for Earth.

Destiny calls

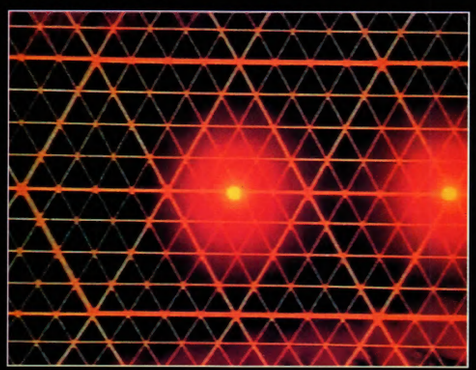
Across the quadrant, **Spock** crouches on the bleak surface of **Vulcan**, his home planet. He has almost completed the **Kolinahr**, the Vulcan rite which purges all emotion and passion. He approaches three Vulcan Masters and kneels before them; the female Master recites formal and ritualistic words, and then reaches out to give Spock the **Pendant of Total Logic**. Suddenly, Spock stays her hand. He turns his head. He can hear a voice: a consciousness is calling out to his human side, and it is a call he cannot ignore. The Master informs him that as long as his human blood remains so powerful, he cannot achieve Kolinahr; he must seek his answers elsewhere. With that, she drops the pendant, offers the traditional Vulcan parting wish, and leaves. Clearly intrigued, Spock picks up the pendant.

In San Francisco, on Earth, **Admiral**

ON SCREEN...

1 *The Klingons detect the massive entity, and three BATTLE CRUISERS move in to investigate. If necessary, they are to attack the cloud.*

2 *The Klingon vessels are dwarfed by the entity, but in typical Klingon fashion they decide to fight. All three ships fire photon torpedoes into the cloud.*



3 *At the Federation station, Epsilon Nine, Commander Branch and his crew watch in horror as the KLINGON BATTLE CRUISERS are destroyed by the entity.*

4 *After the Klingon ships are destroyed, Commander Branch realizes that the entity is on a direct course for Earth and that Epsilon Nine is in its path.*

5 *On Vulcan, Spock has almost attained Kolinahr, a state of perfect logic. But his mind is troubled by strange and powerful thought patterns.*

6 *Spock has failed to purge his human elements, and must seek his destiny elsewhere. The thoughts he has detected draw him back to Starfleet.*

STAR TREK. TM & © 1997 Paramount Pictures. All rights reserved.

STAR TREK: THE MOTION PICTURE Part 1

James T. Kirk arrives at **Starfleet Headquarters**. He meets the Vulcan Commander **Sonak** in the transit station, and congratulates him on his appointment as science officer on the ***U.S.S. Enterprise NCC-1701*** – a position he has been awarded on Kirk's recommendation. Kirk then brusquely orders Sonak to report to him in one hour... aboard the *Enterprise*. Kirk then heads for a meeting with **Admiral Nogura**.

Chief Engineer Montgomery Scott is on **Orbital Drydock Five** when Kirk beams aboard. Although happy to see him, as always, Scotty immediately complains about Kirk's orders for the *Enterprise* to depart in 12 hours. The ship is nowhere near ready. It has just finished an exhausting 18 months of redesign and refitting; the crew has not had sufficient experience with all the new equipment, and the engines have not even been tested at warp power. What is more, the ship's transporters are not functional, and Kirk and Scotty are forced to take a travel pod over to the ship. During the ride, Kirk is firm: the *Enterprise* is the only starship that is within intercept range of the destructive cloud closing in on Earth, and she will have to launch, no matter what shape she is in.

Back on his old ship

Kirk himself will be in command of the ship. He tells the puzzled but pleased Mr. Scott that somehow he has convinced Nogura to grant him leave from his post as **Chief of Starfleet Operations** and give the *Enterprise* back to him. Scotty doubts that it was quite so simple to persuade Nogura, and Kirk laughingly admits that it wasn't. However, Scotty is impressed enough to change his tune: he promises Kirk that he will have the *Enterprise* ready to launch in 12 hours.

As the tiny pod reaches the huge starship in its drydock, Kirk feels a lump rise in his throat; the view, like the ship herself, is magnificent. The pod makes a long, slow circle of the ship, allowing Kirk to relish every inch of the magnificent vessel. The pod finally docks, and Admiral James Tiberius Kirk steps back onto the ship he loves. He takes a brief look around at some of the changes that have been made to his vessel, almost as if assuring himself he is actually there, then heads decisively for the bridge.

STARSHIP FACTS

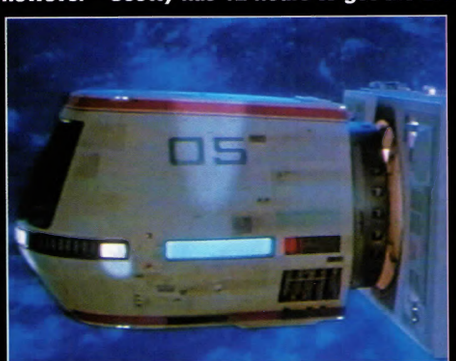
- **Dr. McCoy advised the then-Captain Kirk not to accept the promotion to Admiral.**
- **The *U.S.S. ENTERPRISE*'s new captain, Will Decker, was given the post on Kirk's recommendation, but has never commanded a starship in the field. His lack of experience is one of the reasons Kirk is given command for this mission.**

ON SCREEN...

***7** At Starfleet Headquarters, Commander Sonak prepares to join the U.S.S. ENTERPRISE. On Kirk's recommendation, he has been appointed science officer.*

***8** Sonak meets Kirk, who says he is heading for a meeting with Admiral Nogura and that he intends to take command of the U.S.S. ENTERPRISE.*

***9** After his meeting with Nogura, Kirk beams up to the orbital spacedock. He meets Mr. Scott, who is supervising a major refit of the ENTERPRISE; the refit is almost complete, but the ship is still far from spaceworthy. Kirk makes his orders very clear, however – Scotty has 12 hours to get the ENTERPRISE ready.*



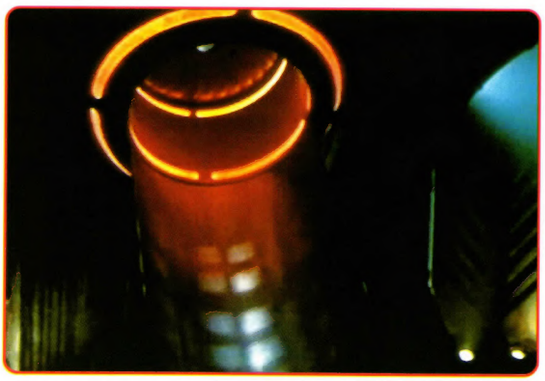
***10** The transporters aren't working, so Scotty takes Kirk across to the ship in a travel pod. During the journey, Kirk tells his old colleague that Nogura has given him command of the ENTERPRISE and that he will be leading the mission.*

***11** In the last 18 months the CONSTITUTION-class U.S.S. ENTERPRISE has been almost completely rebuilt. The refit has been supervised by Will Decker, who expects to command the ship when she leaves SPACEDOCK.*

C continued

Chula Elaborate, multilayered **Wadi** board game. The 'pieces' were actually live beings who had to navigate a maze of increasingly perilous, yet illusory, adventures. (*Starship Log:* 'Move Along Home' [DS9]) ***SEE FILE 70***

Chulak of Romulus Legendary **Romulan** warrior-leader who suffered a humiliating defeat at the **Battle of Galorndon Core**. (*Starship Log:* 'The Thaw' [VOY]) ***SEE FILES 3, 71***



The chute was the only link the inmates of the Akritirian prison had with the outside world. It was used to deliver prisoners and food, and was protected by a forcefield.

Chute, the The name given by inmates in the **Akritirian** satellite prison to the metallic tube that deposited food and new prisoners in their large, communal cell. (*Starship Log:* 'The Chute' [VOY]) ***SEE FILE 70***

Circassian cat SEE **cat, Circassian** ***SEE FILE 41***

Circle, the A militant and violent organization of extremist **Bajoran** nationalists. Circle members believe all non-Bajorans are inferior and should be expelled from **Bajor**. Their formal name is the **Alliance for Global Unity**. Unbeknown to members of the Circle, their weapons were supplied by **Cardassians**. (*Starship Log:* 'The Homecoming' [DS9]) ***SEE FILES 10, 70***

Cirl the Knife A gangster from the Southside territory of **Sigma Iotia II**. Cirl was an expert at using numerous items of cutlery to enforce the wishes of his boss, **Jojo Krako**. (*Starship Log:* 'A Piece of the Action' [TOS]) ***SEE FILES 18, 68***

Cirrus IV The planet famous for the hazardous diving site known as the **Cliffs of Heaven**. (*Starship Log:* 'Conundrum' [TNG]) ***SEE FILES 3, 69***

citrus blend A food commonly eaten by **Trills**. According to **Jadzia Dax**, the version produced by ***Deep Space Nine***'s replicators was adequate, if unexciting. (*Starship Log:* 'Playing God' [DS9]) ***SEE FILES 9, 70***

Chula was the first game from the Gamma Quadrant that the crew of DEEP SPACE NINE encountered. At first, they did not realize that the pieces on the board were actually living people. Luckily, no one came to any harm.

Claiborne, Billy Member of the Clanton gang who fought the Earps at the infamous OK Corral in ancient Tombstone, Arizona. **Chekov** was 'killed' when the **Melkots** forced him to play Claiborne's role in a recreation of the fight. (*Starship Log:* 'Spectre of the Gun' [TOS]) ***SEE FILES 18, 68***

clamp Behavioral control device implanted in **Akritirian** prisoners' necks, which triggered aggression by producing acetylcholine in the hypothalamus. According to **Harry Kim**, it felt like "a million fire ants" in his brain. (*Starship Log:* 'The Chute' [VOY]) ***SEE FILES 18, 71***

'clamshell' Familiar nickname for the assorted surgical support frames that attach to the primary **biobed** in most **Starfleet** sickbays. ***SEE FILES 68, 69, 70, 71***

Clancy An engineering officer on the ***U.S.S. Enterprise NCC-1701-D***. She has also served as flight controller in an emergency capacity. (*Starship Log:* 'Elementary, Dear Data', 'The Emissary' [TNG]) ***SEE FILES 25, 69***

Clanton, Billy American criminal who was killed at the legendary OK Corral showdown of 1881. The **Melkots** forced **Mr. Scott** to depict Billy Clanton in their recreation of the gunfight. (*Starship Log:* 'Spectre of the Gun' [TOS]) ***SEE FILES 18, 68***

Clanton, Ike Leader of the Clanton gang from the 19th century American 'Wild West'. In 2268, the **Melkots** forced **Captain Kirk** to portray Ike Clanton in a bizarre recreation of the Gunfight at the OK Corral. (*Starship Log:* 'Spectre of the Gun' [TOS]) ***SEE FILES 18, 68***

clarinet Woodwind instrument, played by blowing on a reed and controlling various keys and finger holes. **Harry Kim** accidentally left his clarinet behind when he joined the crew of the ***U.S.S. Voyager***, but replicated a new one in 2371. He used his clarinet in a holodeck orchestral program with oboist **Lieutenant Susan Niccoletti**. (*Starship Log:* 'The Thaw', 'Parturition' [VOY]) ***SEE FILES 43, 71***

Chula
Chulak of Romulus
Chute, the
Circassian cat
Circle, the
Cirl the Knife
Cirrus IV
citrus blend
Claiborne, Billy
clamp
'clamshell'
Clancy
Clanton, Billy
Clanton, Ike
clarinet
Clark, Dr. Howard
Clarus System
class
claymore
cleaning processor
Cleary
clematis
Clemens, Samuel Langhorne
Clement, U.S.S.
Clemonds, Sonny
Clendenning, Dr.
Cleponji
Cliffs of Bole
Cliffs of Heaven

This distinctive symbol was used by the Circle, a militant group of Bajoran nationalists.

Harry Kim was a talented clarinet player, and when he was trapped in the Delta Quadrant he used his replicator rations to replace the instrument he left behind.

STAR TREK. ™, ® & © 1997 Paramount Pictures. All rights reserved.

Clark, Dr. Howard Director of the **Federation**'s anthropology research station at **Ventax II**. The ***U.S.S. Enterprise*** responded to his report of a planetwide hysteria in mid-2367 that was endangering the station staff. (*Starship Log:* 'Devil's Due' [TNG]) ***SEE FILES 3, 69***

Clarus System Star system where the heavily excavated and quarried planet **Archybite** can be found. (*Starship Log:* 'The Nagus' [DS9]) ***SEE FILES 3, 70***

class Generic term for the subdivisions and grades of planets and starships. A given class typically includes objects that share similar designs, attributes, functions or environments. ***SEE FILES 3, 19***

claymore Large, double-edged broadsword used by the inhabitants of Earth's Scottish Highlands in the 1500s. In 2268, the **Beta XII-A** entity transformed sidearm **phasers** on the ***U.S.S. Enterprise*** into claymores. (*Starship Log:* 'Day of the Dove' [TOS]) ***SEE FILES 18, 68***

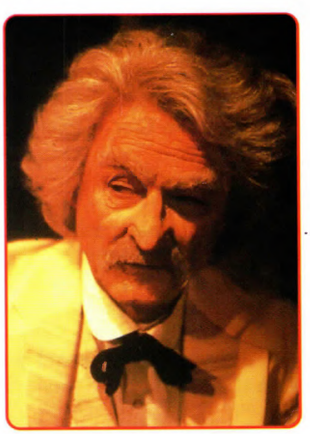
An entity took control of the U.S.S. ENTERPRISE in 2268 and tried to force the crew to fight their Klingon passengers so that it could feed off their aggressive emotions. It converted all the hand weapons into swords, some of which were claymores.

cleaning processor Integral component in the procedure for recycling solid waste aboard most **Federation** starships. Its primary uses are clothing salvage and basic sterilization. (*Starship Log:* 'In Theory' [TNG]) ***SEE FILES 25, 69***

Cleary Technician serving in the engineering section of the ***U.S.S. Enterprise NCC-1701*** during its 2271 encounter with the machine life form known as ***V'Ger***. (*Starship Log:* ***Star Trek: The Motion Picture***) ***SEE FILES 21, 72***

clematis An ornamental climbing plant, native to Earth, with various ornate, colored flowers or decorative fruit clusters. Clematis is one of the botanical organisms grown in the ***U.S.S. Voyager***'s airponics bay. (*Starship Log:* 'Tuvix' [VOY]) ***SEE FILES 29, 71***

Clemens, Samuel Langhorne Eminent Earth humorist, novelist and man of letters of the American 1800s, known by the pseudonym Mark Twain. He was accidentally, and temporarily, transported onto the ***U.S.S. Enterprise*** in 2369. (*Starship Log:* 'Time's Arrow', Parts I and II [TNG]) ***SEE FILE 69***



Samuel Langhorne Clemens earned fame under the pen name Mark Twain. He began his working life on a riverboat, but became a celebrated journalist and wrote some of the finest American novels, including 'Huckleberry Finn'.

Clement, U.S.S. ***Apollo***-class **Federation** starship, number ***NCC-12537***. The *Clement* was due to rendezvous with the ***U.S.S. Enterprise*** in 2370, but the meeting was postponed. (*Starship Log:* 'Lower Decks' [TNG]) ***SEE FILES 19, 69***

Clemonds, Sonny American 'Country' balladeer who died from the effects of tobacco and alcohol consumption. Revived from long-term cryostatic storage by the ***U.S.S. Enterprise***, he was returned to contemporary Earth in 2364. (*Starship Log:* 'The Neutral Zone' [TNG]) ***SEE FILE 69***

Sonny Clemonds was an American country and western singer who died in the 1990s. He was placed in cryostatic storage and was finally revived in 2364.

Clendenning, Dr. Research scientist on **Omicron Theta** killed by the **Crystalline Entity** in 2336. Thirty years later, **Data** used Dr. Clendenning's antiproton decay studies to establish communications with the entity. (*Starship Log:* 'Silicon Avatar' [TNG]) ***SEE FILE 5, 69***

Cleponji Millennium-old ***Promellian battle cruiser*** discovered adrift by the ***U.S.S. Enterprise*** in 2366. Because the ship was still surrounded by lethal **Menthar aceton assimilators**, it was destroyed. (*Starship Log:* 'Booby Trap' [TNG]) ***SEE FILES 40, 69***

The CLEPONJI spent a thousand years trapped in an asteroid belt near Orelious IX. The CLEPONJI's crew were killed by a Menthar booby trap, but the ship remained in perfect condition until it was destroyed by Captain Picard in 2366, when he used it to enable the U.S.S. ENTERPRISE to escape from the asteroid field.

Cliffs of Bole **Dax** and **Benjamin Sisko** once enjoyed an unforgettable visit to this striking location. (*Starship Log:* 'Invasive Procedures' [DS9]) ***SEE FILES 3, 70***

Cliffs of Heaven Popular spot for water diving on **Cirrus IV**. The ***U.S.S. Enterprise***'s holodeck simulation of the Cliffs is a favorite recreation for some crew members, despite the injuries that occasionally result. (*Starship Log:* 'Conundrum' [TNG]) ***SEE FILES 3, 25, 69***